IN THE CLAIMS:

7. (Once Amended) A system comprising:

a plurality of agents;

a shared memory block accessible by each of said plurality of agents, said shared memory block including a plurality of memory banks;

a register adapted to partition said shared memory block into a plurality of partitions each of said plurality of partitions being accessible by a unique group of said plurality of agents; and

said plurality of partitions each comprise a number of said plurality of memory banks.

Kindly cancel claim 9 without prejudice.

13. (Once Amended) A system for providing access to shared memory, said system comprising:

a first agent to provide a memory access clock signal to allow said first agent to access said shared memory; and

a second agent [using] to provide a representation of said memory access clock signal to access [to] said shared memory in synchronism with said access by said first agent to said shared memory.

14. (Once Amended) The system for providing access to shared memory according to claim 13, wherein:

said shared memory [block] services in turn said first agent and said second agent without a wait state therebetween.

15. (Once Amended) The system for providing access to shared memory according to claim 13, wherein:

said shared memory [block] is partitioned such that said first agent has access to a first partition of said shared memory [block]; and

said second agent has access to a second partition of said shared memory [block].

17. (Once Amended) A method of synchronizing access from a plurality of agents to shared memory, comprising:

providing a memory access clock signal;

providing a representation of said memory access clock signal in synchronism with said memory access clock signal;

firstly accessing said shared memory from a first agent based on said memory access clock signal;

secondly accessing said shared memory from a second agent based on said representation of said memory access clock signal;

wherein said step of secondly accessing said shared memory follows said step of firstly accessing without a wait state therebetween.